PlayStation 2

NTSC U/C

FEATURING:
DMX
LUDACRIS
METHOD MAN
N.O.R.E.
REDMAN
SCARFACE
WC
AND MORE

Def Jam VENDETTA™

TEEN
T
CONTENT RATED BY ESRB

EA SPORTS BIG

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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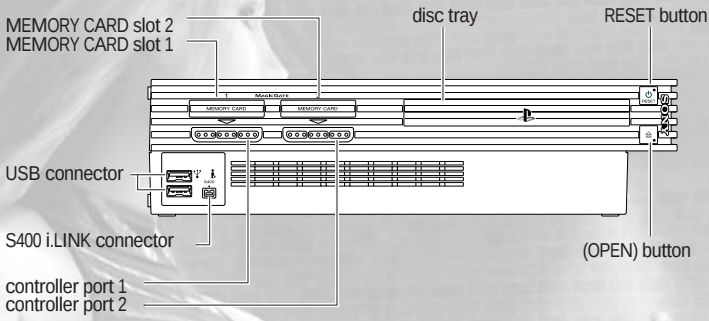
Getting Started

PlayStation®2 computer entertainment system



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *Def Jam VENDETTA™* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

Note

Up to four players can play *Def Jam VENDETTA* by using the Multitap (for PlayStation®2) inserted in controller port 2. *Def Jam VENDETTA* does not support the multitap when inserted in controller port 1.

END

Note

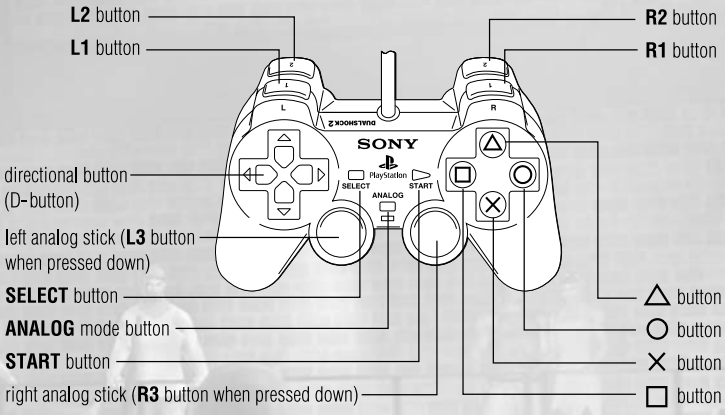
During Multi-player gameplay, Player 1's controller must be inserted in controller port 1. Players 2-4 must have their controllers inserted into the multitap controller port 2.

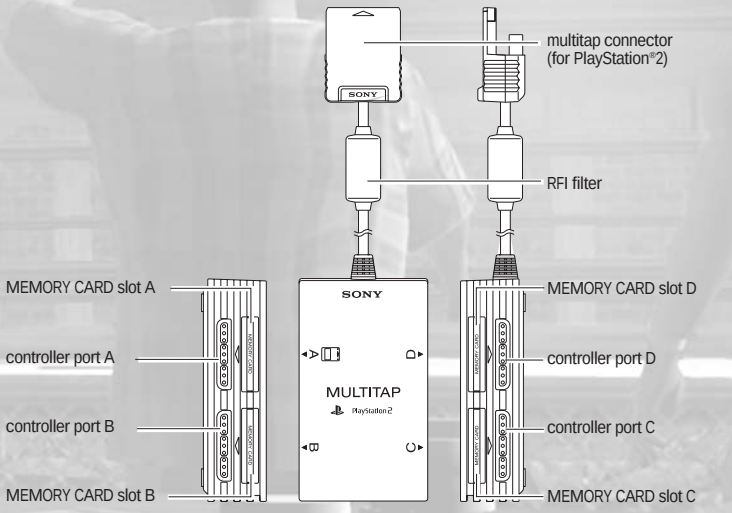
controller port 1 = Player 1
controller port 2-A = Player 2
controller port 2-B = Player 3
controller port 2-C = Player 4
controller port 2-D = Not Active

END

Command Reference

DUALSHOCK®2 analog controller configurations





Basic Controls

Listen up now. Your momma is not here to hold your hand anymore. It's time to man up. But before you can rule the underground, you have to get your game up to speed by learning the basic controls.

Menu Controls

Change **Selections**	D-button ⇳
Change **Settings/Options**	D-button ⇔
Select/Accept (Advance to the next screen)	✕ button
Return to previous screen/menu	▲ button
Help menu	■ button

Gameplay Controls

Move	left analog stick or D-button
Grapple/Ground Submission	✕ button
Punch/Kick	■ button
Run/Climb Turnbuckle	● button
Get In/Out of Ring	▲ button + D-button (toward ropes)
Dodge/Pin Opponent	**L1** button
Lift Opponent Off Floor/Block Strikes	**R1** button
Taunt/Special Move	right analog stick
Pause Game	**START** button

▣ In addition to these basic moves, *Def Jam VENDETTA* includes many other moves that can turn a match in your favor. For more information about gameplay controls, ➤ *Complete Controls* on p. 6.

Introduction

The world of Hip-Hop has hit the ring. Welcome to the EA SPORTS BIG™ *Def Jam VENDETTA* underground circuit of hardcore brawling. Get your props as you hook up with the urban local legends and battle for ultimate supremacy. Featuring an original storyline and more than 40 unique characters, *Def Jam VENDETTA* provides over 1,500 varying moves, including dozens of signature specials and taunts. Advance through more than 10 highly-detailed Hip-Hop stages, each filled with animated crowds, hot beats, and original music, and see if you can overthrow D-Mob, the underground king.

Game Features

- Unique, original storyline that complements explosive gameplay action—the plot thickens as you fight your way through the underground circuit.
- 44 characters, including 12 Def Jam artists: DMX, Ludacris, Method Man, N.O.R.E., Redman, Scarface, Ghostface Killah, Capone, Keith Murray, WC, Joe Budden, and DJ Funkmaster Flex.
- More than 10 highly detailed worlds built straight from the meanest of mean streets, including DMX's Junkyard and Scarface's Face Club.
- Continuous play with over 1,500 unique moves, including reverse kicks, punches, throws, choke holds, elbow and knee strikes, and more. Plus, hyper-realistic, super-dynamic EA SPORTS BIG-style moves.
- Dozens of signature moves and player taunts referenced directly from each Def Jam artist.
- Unique momentum and health system that changes based on player status—players doing well develop a special Blazin' move, players getting beat get weaker and see their health decrease.
- Music from Def Jam Records featuring a mixture of classic jams and fresh new beats.
- Three game modes: Battle, Story, and Survival.
- Four match types: Singles Match, Tag Team, Free For All, and Handicap.

For more info about this and other titles, visit EA SPORTS BIG on the web at **www.easportsbig.com**.

Complete Controls

Are you game enough to brawl in the big time? Well, before you call out the king of the underworld, master the rest of the moves.

General Gameplay

Move	left analog stick or D-button
Soft Grapple	Tap ✕ button
Hard Grapple	Hold ✕ button
Ground Submission	✕ button (while opponent prone on mat)
Soft Strike	Tap ■ button
Medium Strike	Hold ■ button
Hard Strike	Hold ■ button + ✕ button
Climb Turnbuckle	Hold ● button + D-button (toward corner)
Jump Off Turnbuckle	Release ● button
Run	● button + D-button (any direction)
Running Attack	■ button (while running)
Get In/Out of Ring	▲ button + D-button (toward ropes)
Dodge Opponent/Pin Opponent	**L1** button
Block Strikes/Lift Opponent Off Floor	**R1** button
Taunt/Blaze/Special Move	right analog stick
Pause Game	**START** button

Advanced Moves

So you got the basics down and you now think you're bad enough to brawl with the big dawgs. Before you throw down, master these advanced moves.

While Grappling Opponent

Irish Whip	● button + D-button (toward ropes)
Turn Opponent Around	**L1** button
Release Grapple	**R1** button
Front Soft Grapple Move	Tap ✕ button or ■ button while opponent is in Front Soft Grapple (D-button to alter move)
Front Hard Grapple Move	Tap ✕ button or ■ button while opponent is in Front Hard Grapple (D-button to alter move)
Rear Soft Grapple Move	Tap ✕ button or ■ button while opponent is in Rear Soft Grapple (D-button to alter move)
Rear Hard Grapple Move	Tap ✕ button or ■ button while opponent is in Rear Hard Grapple (D-button to alter move)
Throw Opponent In/Out of Ring	▲ button + D-button (toward ropes)

Irish Whip Moves

Soft Grapple Move	Tap ✕ button as opponent comes running back from ropes
Hard Grapple Move	Hold ✕ button as opponent comes running back from ropes
Soft Strike Move	Tap ■ button as opponent comes running back from ropes
Hard Strike Move	Hold ■ button as opponent comes running back from ropes
Dodge Running Opponent	Press **L1** button or press **L1** button + D-button ⇧ as opponent comes running back from ropes

With Opponent Prone on Mat

Pick Opponent Up Off Ground	**R1** button
Jump On Opponent	■ button (while running)
Strike Opponent	■ button
Pin Opponent	**L1** button
Submission Moves	✕ button

Defensive Moves

Dodge Grapple	Hold **L1** button
Counter Grapple	**L1** button (in a timed response)
Block Strike	Hold **R1** button
Counter Strike	**R1** button (in a timed response)
Reverse Grapple Move	Rapidly tap **L1** button + **R1** button (as grapple move is initiated)
Reverse Irish Whip	Rapidly tap **L1** button + **R1** button (as whip begins or as you bounce against the ropes)

Tag Team Moves

Tag	▲ button
Switch Focus	**R2** button

For more information, ➤ *Tag Team Specific Moves* on p. 21.

Situation Specific Moves

Light Turnbuckle Move	Tap ✕ button + D-button toward opponent (while opponent is lying against the turnbuckle
Heavy Turnbuckle Move	Hold ✕ button + D-button toward opponent (while opponent is lying against the turnbuckle)
Dive/Slide Through Ropes	✕ button (while running toward ropes with opponent outside the ring)
Jump Off Ropes	Press and hold the D-button toward ropes and press the ✕ button (while standing next to the ropes with opponent outside the ring)
Activate Blazin' Mode	right analog stick (with Momentum Meter™ full)
Front Special Move	right analog stick (with opponent in front grapple and Blazin' mode activated)
Rear Special Move	right analog stick (with opponent in rear grapple and Blazin' mode activated)
Swan Dive	✕ button + D-button towards opponent (while opponent is prone near ropes, and you are just outside the ropes but on the apron)
Rope Tope	✕ button (while inside the ring, running towards an opponent)
Diving Tope	✕ button + D-button towards opponent (while inside the ring, running toward an opponent)
Weak Rope Grapple	✕ button + D-button toward the ropes (while opponent is in soft grapple and you are near the ropes)
Strong Rope Grapple	✕ button + D-button towards the ropes (while opponent is in hard grapple and you are near the ropes)

Life In the Underground

It's a place like no other. You're a nobody, a nothin' in the *Def Jam VENDETTA* world. So what are you gonna to do about it? Are you gonna walk away like a chump or suck it up and fight your way to the top? Do somethin', fool! But be warned, the trash talkin' stops here. It's time to back up that smack with some punishing moves on the mat. Start brawlin' from the Main menu.

Main Menu

From the Main menu you can choose the *Def Jam VENDETTA* game mode you want. You can also "wise up" and get a Tutorial, check out your girlfriend Galleries, adjust game Options or check out the High Scores from the greatest brawlers of all time.

Press the D-button ⇔ to change a Main menu selection.

Wise up and get yourself ready for some action (➢ *Tutorials* below)

Just you against the world (➢ *Survival* on p. 21)

Bring your crew and throw down (➢ *Battle* on p. 18)

Fight for money, power, and respect (➢ *Story Mode* on p. 16)

Check out all the fly honeys that you've picked up (➢ *Galleries* on p. 22)

It's your world—set up things the way you like 'em (➢ *Options* on p. 23)

Roll call—Check out High Scores and stats on the best of the best

Note

Note: Default options are listed in **bold** in this manual.

END

Tutorials

Learn the skills of the game with the help of a Tutorial. By watching an instruction video, you learn the traits of the underworld one lesson at a time. During the tutorial, you'll learn everything there is to know—from the basic button commands to some of the more advanced moves featured in *Def Jam VENDETTA*.

In and Around the Ring

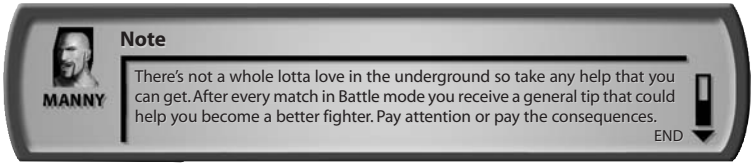
Welcome to the underground world that is *Def Jam VENDETTA*. Roll up your sleeves, turn up the beats, and get ready to lay a smack down.

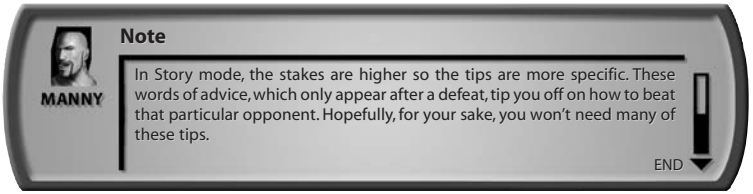
Game Screen

Tips

The rules for *Def Jam VENDETTA* are as clear as day. Win the match and be somebody. But before you begin your journey to superstardom, use these tips to help yourself in crunch time. We wouldn't want you to go out there cold.

- Press the **R1** button in time with your opponent's attack to counter his move. Press the **L1** button in time with your opponent's grapple in order to set up your counter. If you don't time it right, your counter will backfire.
- Tap the **L1** button + the **R1** button simultaneously to reverse your opponent's move. Again, it's all about timing.
- Use a variety of moves to maximize scoring and momentum gains—repeating the same move decreases these rewards.
- When your Momentum Meter is full, you have a limited time to activate Blazin' mode. Once you're Blazin', you have a limited time to pull off your Special move. Remember, every character has two signature Special moves: one from the front, and one from behind.
- When getting up off the mat, press the ■ button while holding the **R1** button to perform a "rising" strike.
- The ropes can be used to your advantage in a variety of ways. Experiment a little and see what your fighter can do.
- If your opponent's health bar is in Danger, a Special move might knock him out!


MANNY
Note
There's not a whole lotta love in the underground so take any help that you can get. After every match in Battle mode you receive a general tip that could help you become a better fighter. Pay attention or pay the consequences.
END


MANNY
Note
In Story mode, the stakes are higher so the tips are more specific. These words of advice, which only appear after a defeat, tip you off on how to beat that particular opponent. Hopefully, for your sake, you won't need many of these tips.
END

Money

In *Def Jam VENDETTA*, money is power and it's the most important thing in the underground. You can spend money, tracked by your User ID, to upgrade character attributes and buy new pictures in the Gallery.

Money is earned by scoring bonuses for moves and special actions performed in the ring. These moves are translated into cash that you can spend on rewards.

The biggest opportunity for earning money is in Story mode, where the fight purses grow in size as your career progresses. After a few wins in Story mode, the individual fight purses increase dramatically.

Scoring

The scoring system is pretty basic. It's so simple, we'll lay it out to you like this: Slap the taste out of somebody's mouth and you record points for yourself. Get smacked around by an opponent and watch his point total increase. The bigger the punch and sweeter the move, the more points scored. But wait, there's more…

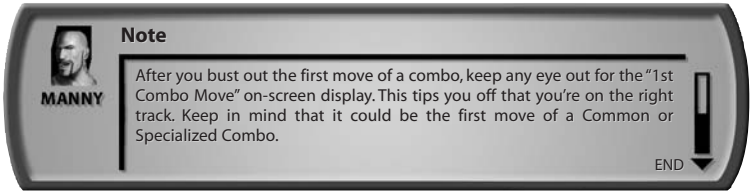
Combos

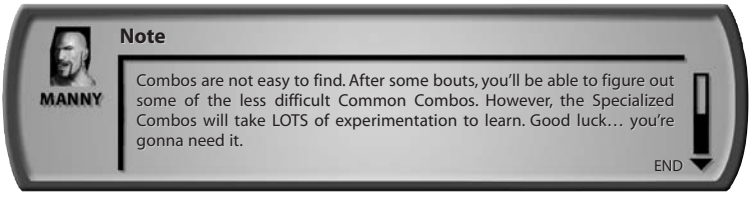
Pulling off combos (combination moves) is the fastest way to rack up points and momentum. By combining two or more moves in a row, the point total and momentum increase faster than if you pulled off a single move. Pairing up the more difficult moves results in bigger combo scores and a greater momentum boost. However, not all moves in your arsenal can be paired up in a combo. It's up to you to figure them out.

There are two types of combos:

Common Combos: Stringing two moves in a row can perform the Common combo. Although it seems simple, not all players can pull this off.

Specialized Combos. If you are slick enough to perform a Common combo, then you can try to step it up with a more advanced Specialized combo. Each character has three Specialized combos that are unique only to them. However, you're going to have to hunt around to find out the exact order in which these moves are performed.


MANNY
Note
After you bust out the first move of a combo, keep any eye out for the "1st Combo Move" on-screen display. This tips you off that you're on the right track. Keep in mind that it could be the first move of a Common or Specialized Combo.
END


MANNY
Note
Combos are not easy to find. After some bouts, you'll be able to figure out some of the less difficult Common Combos. However, the Specialized Combos will take LOTS of experimentation to learn. Good luck… you're gonna need it.
END

Repeat Moves

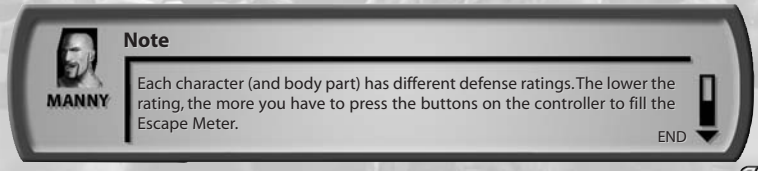
If you continually repeat the same move, the points and momentum you receive are cut down. Mix it up to score the maximum amount of points and momentum.

Ropebreak

A Ropebreak occurs whenever a victim touches the ropes during a pin attempt or ground grapple. Staying near the ropes at the edges of the ring is a clever way to avoid being pinned. If your character is caught in a ground grapple or pin, and he reaches the ropes before the Escape Meter fills, he will be released from the hold.

Escape Meter

When a character is pinned, or caught in a ground grapple, the Escape Meter appears. To escape the move, the Escape Meter must be filled by rapidly pressing any of the buttons on the controller.


MANNY
Note
Each character (and body part) has different defense ratings. The lower the rating, the more you have to press the buttons on the controller to fill the Escape Meter.
END

Submission Meter

There are four kinds of Submission Meters—Body, Arm, Head, and Leg. Every character has a predetermined amount of stamina for each body area. When you put a submission move on an opponent, their health for the body area decreases. Whenever the Submission Meter hits zero, and the opponent's health is in "Danger," you win a match via submission.

Note

Each character has different strengths for the types of submissions they can execute. Some characters are very strong at leg submissions, while others are weak at head submissions. On the defensive side, all characters have their own strengths and weaknesses for defending submissions.

END

Health Meter

Keep an eye on your Health Meter. Whenever you take a punch, kick, or slam, your Health Meter decreases. When your Health Meter gets too low, you're in danger of losing the match. The same goes for your opponent. Once his Health Meter starts getting low take advantage of it and bust out the heavy artillery. Show no mercy.

Health Tank

The Health Tank is a very important part of the Health Meter. The Health Tank represents the level to which health can be regained. Although you are able to regain your Health Meter by avoiding hits, not all players regain their health at the same pace. Also, the higher the character's momentum, the faster the Health Tank recovers. Keep in mind that every blow you take does damage to the Health Tank as well as the Health Meter. Damage taken to the Health Tank cannot be regained.

Note

You can recover some Health Tank mojo when your character is pinned (if you have full health). At this point tapping the escape buttons increases your Health Tank and Health Meter simultaneously. For this reason, pinning your opponent when his health is full is a bad idea.

END

Momentum Meter™/Blazin' Mode

Slam, kick, and punch your way to "Blazin' mode" and do some serious damage. Jumpstart your Momentum Meter by pulling off different moves and combos. Once the Momentum Meter is completely full, trigger Blazin' mode where you can activate your Special Move. Here is where you can embarrass an opponent.

Note

The cooler the move performed, the more momentum you get for it. Repeating moves results in less momentum.

END

Pin/Knockout/Submission

Just get it over with and end the match with a pin, submission, or a knockout. Pummel your opponent until he's too weak to fight. Finish the fool by pinning him to the mat for a three-count or damage his pride by layin' down a submission. Or, if you want to complete the task with style, just break him off with a Special Move while in Blazin' mode.

Pause Menu

Are you getting beat like a little schoolgirl? Can't take the heat? Well take a break from the action, calm yourself down, and pause the game. After you gather your thoughts, come back for more.

To access the Pause menu, press the **START** button during gameplay.

Note

For more information on the Pause menu settings, ➢ *Options* on p. 23.

END

Story Mode

It's time to make a name for yourself. It's your chance to earn money and respect. It's also your chance to win your lady back. Get your props in the underground as you hook up with the urban local legends and battle for ultimate supremacy.

To begin playing in Story mode:

- From the Main menu, highlight STORY and press the **X** button. The User Setup screen appears.

Story Mode Setup

User Setup

Before you start bustin' heads in Story mode, create a user name for yourself and let them fools know who you are. You must have a user name to track your progress, stats, and records.

To hook yourself up with a user name:

1. From the User Setup screen, highlight NEW USER and press the **X** button. The Enter Name pop-up screen appears.
2. Using the letter pad from the Enter Name pop-up screen, create a user name. After you create a name, highlight DONE and press the **X** button. The user record pop-up screen appears. Here you can review your career stats and rewards.
3. When you're finished reviewing the career stat categories, press the **X** button. The Choose Character screen appears.

Choose Character

Run the underground with one of the newcomers on the scene.

To choose a brawler:

- From the Choose Character screen, press the D-button ⇔ and highlight the player you want to run with and press the **X** button. It's go time.

The Rules of Story Mode

In Story mode, your journey begins at the Face Club. There you meet Manny, your connection to the underground world. Manny, an irresponsible old friend, has injured himself out of commission and it's kept him out of the fighting scene for a while. Because of it, he's in money trouble and the boss of the underground will soon be looking for him. Here's where you step in. As a favor to your old pal, you fight in Manny's place.

Event 1 starts out against Pee Wee, a slow and clumsy opponent. Win and you move on. Lose and you go home. It's that simple. The brawl against Pee Wee is the first battle in a three-match tournament. If you win the first two qualifying fights, you advance to the finals where you face Scarface. Are you good enough to take him down?

After a Match

After a match you can check out your score summary featuring Total Points and Total Earnings and a Final Grade. After each victory, assuming you're good enough to win, you earn cash. Earn enough cash and you'll be able to add to your character attribute ratings before the next match.

Winning also allows you to unlock other characters and other stages, but you must first earn that right. When players and stages are unlocked, they are available in all other game modes.

Match Complete Screen

From the Match Complete screen, you have the option to go to the Main menu, access the Develop Character screen and use your cash in order to build your fighter, or jump back to the ring and face the next opponent. However, if you don't have enough funds in your pocket to increase an attribute, you'll need to win another match. After a few wins under your belt, you should have enough cash to buy what you need.

To develop your character:

1. From the Develop Character screen, press the D-button ⇳ and highlight the attribute (Power, Speed, Grapple, Defense, Stamina, or Charisma) you want to edit.
2. Once an attribute is highlighted, press the D-button ⇔ to increase (or decrease) it. The price to increase differs depending on the level of the attribute so choose wisely.
3. Press the **X** button when done. Your character's new attribute settings are saved to your User ID.

Attribute	Affects
Power	Damage
Speed	Speed rate in and around the ring
Grapple	The success rate for grapples
Defense	The success rate for countering and reversing
Stamina	Total health and health recovery rate
Charisma	Momentum earned from the crowd

Note

As you develop your character's attributes, he reaches milestones at which he adds better moves to his arsenal.

END

Note

Heros only: When you increase an attribute, their move sets evolve and reach milestones, at which point they get new specialized combos.

END

Other Game Modes

Take on all comers in Battle mode or become a legend in Survival mode.

Battle

Up to four players can get busy in Battle mode. Bring your crew and throw down. Take on all comers and reap the rewards after taking them out.

In Battle mode, it's not fun and games, it's strictly business. You can earn money by beating the fools in the talent pool, and winning garners extra cash-money that you can use toward character improvements in Story mode or photo purchasing in the Gallery.

Singles Match

Step up in this one-on-one battle and prove you belong.

To begin playing in Singles Match mode:

1. From the Main menu, highlight BATTLE and press the **X** button. The Choose Match screen appears. Highlight SINGLES MATCH and press the **X** button again. The User Setup screen appears.
2. From the User Setup screen, press the **START** button. Player 1 (P1) and Player 2 (P2) must complete this stage before moving on. The Enter User ID pop-up menu appears.
3. From the Enter User ID pop-up menu, highlight **YES** to play with a User ID, or select NO to play without one. Press the **X** button to continue (If you select YES, you must select a User ID before you can access the Choose Fighter screen).

Choose Fighter

Run the underground with one of the new brawlers on the scene.

To choose a brawler:

- From the Choose Fighter screen, press the D-button and highlight the player you want to run with and press the **X** button (Player 1 and Player 2). The Choose Stage screen appears.

Choose Stage

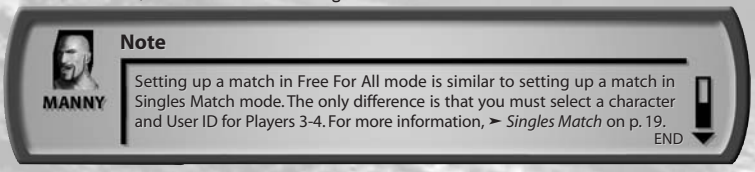
Bust some skulls in more than 10 underground worlds featured in *Def Jam VENDETTA*. Only three stages are available when you first play in Battle mode. The others have to be unlocked.

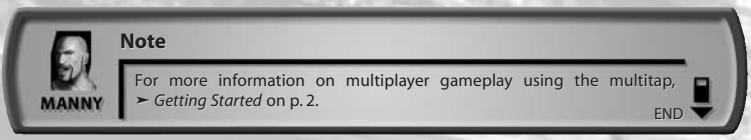
To choose a stage:

- From the Choose Stage screen, highlight the locale you wish to play at and press the **X** button. The match begins.

Free For All

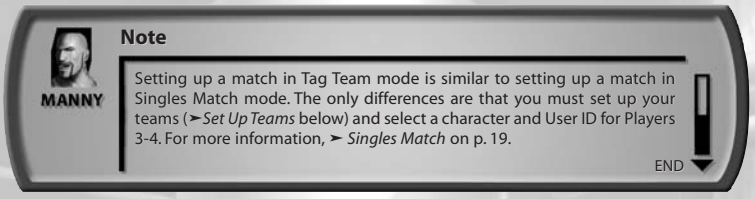
It's the ultimate battle, the ultimate test. A Free For All features three to four brawlers in the ring at the same time—it's every man for himself. When it's all said and done, the last one standing wins.

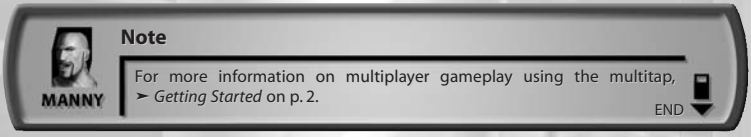

MANNY
Note
Setting up a match in Free For All mode is similar to setting up a match in Singles Match mode. The only difference is that you must select a character and User ID for Players 3-4. For more information, ➢ *Singles Match* on p. 19.
END



Tag Team

Pair up with a partner and flex your muscles as a team. It's a two-on-two match up—you and your buddy against a pair of dudes who will do anything to win. So team up and take 'em out.


MANNY
Note
Setting up a match in Tag Team mode is similar to setting up a match in Singles Match mode. The only differences are that you must set up your teams (➢*Set Up Teams* below) and select a character and User ID for Players 3-4. For more information, ➢ *Singles Match* on p. 19.
END



Set Up Teams

After choosing the fighters for the match, pair them up in teams.

To set up the teams:

1. From the Setup Teams screen, press the D-button ⇔ to highlight a player mug shot from the player pool (located at the bottom of the screen) and press the **X** button. The selected player moves to Team 1.
2. If you wish to move a player to/from a team, press the D-button ⇔ until their mug shot appears with the team of choice. Press the **X** button when complete. The cursor returns to the player pool.

3. Follow steps 1 and 2 until all four players are paired up. Once the field is set, press the ✕ button and the Choose Stage screen appears.

To select teams at Random, press the ● button.

Tag Team Specific Moves

When playing a Tag Team match, you and your partner can team up on an unsuspecting fool.

- To perform a double-team grapple, press the ✕ button immediately after your teammate attempts a grapple. Timing is crucial—wait too long and your teammate will go solo on the grapple!
- To set your opponent up for a turnbuckle attack, press the ▲ button while performing a rear grapple. If your teammate has someone set up for a turnbuckle attack, press the ● button to go for a high-flying double team.
- Pressing the ● button while your opponent is in a rear grapple places him in a hold that makes him vulnerable to an attack. Your teammate can then come over and administer some serious punishment.

Handicap

One man stands alone and battles a team of opponents. Can you hang? Well you better or else your stay in the ring will be short.

Note

Setting up a match in Handicap mode is similar to setting up a match in Singles Match mode and Tag Team. For more information, ➢ *Singles Match* on p. 19 and *Tag Team* on p. 20.

END

Survival

It's just you against the world. Will you be able to survive the madness? Go blow for blow against the rulers of the underground and see if you're man enough to take them out.

In Survival mode, you face only the characters that you have previously defeated (unlocked) in Story mode. Your opponents are selected at random—it all depends on how deep you go in Story mode. Good luck. These guys are all out for revenge.

Note

Setting up a match in Survival mode is similar to setting up a match in Singles Match mode. For more information, ➢ *Singles Match* on p. 19.

END

Galleries

The galleries are unlocked by winning new girlfriends at key moments in Story mode. Yep, it's always about the ladies. What, you thought it wasn't?

Unlocking Girlfriend Galleries

New girlfriend galleries are unlocked by winning a girlfight bonus match (using that particular girl during the battle). At key points during your time in Story mode, you will be approached by a new girl—assuming she's attracted to you. And how exactly do you attract a gal? By winning, fool! Nobody wants a loser. Once you're approached, you have an opportunity to choose the girl in the ensuing fight. There are four possible outcomes:

- **You choose a new girlfriend and win:** If you decide that you have had enough of your current lady and are interested in the new girl, you'll need to win the match using the new gal in order to pull her by your side.

  Result: You win the new girl over and unlock her gallery, with 25% of the pictures unlocked. The old girl is kicked to the curb.

- **You choose a new girlfriend and lose:** If you do battle with a new love interest but lose the match, the new girl splits and you're left with the ol' gal. However, she's not very happy with your foolin' around.

  Result: No new pictures unlocked.

- **You choose current girlfriend and win:** If you wish to remain loyal and win a match with your current sidekick, you'll chase away the new girl and bring joy and happiness to your girlfriend.

  Result: 75% of the pictures within your current girlfriend's gallery are unlocked.

- **You choose current girlfriend and lose:** If you prefer to stay with your current girlfriend but lose the match, you're hurting in two ways. One: Your old girl lost the match, and Two: the new girl blows you off because she knows you weren't interested in her. Your current girlfriend is left beaten and embarrassed.

  Result: No new pictures unlocked.

Unlocking Additional Pictures

Additional (locked) pictures within each gallery can be unlocked by purchasing them. At any point in the game, you can pay to unlock a new picture, as long as her gallery has been unlocked. Keep in mind that the last line of photos cannot be bought—they have to be unlocked in Story mode.

There is plenty more to this soap opera but you'll have to battle it out in Story mode to find out the rest of the crazy tale.

Options

Adjust your game options to fit your playin' style.

Sound Effects	Adjust the game volume of the sounds of the game such as sound effects, crowd noise, etc.
Speech Volume	Adjust the volume of the speech in the game.
Music Volume	Adjust the volume of the music in the game.
Difficulty	Choose the difficulty for your game: EASY, **MEDIUM** or HARD.
Vibration	Turn the vibration feature on your controller **ON**/OFF.
Delete User ID	Delete a User ID from your memory card (8MB) (for PlayStation®2). For more information, ➢ *Saving and Loading* below.
Exit	Exit the Options menu and return to the Main menu.

Saving and Loading

Don't flush away all of your hard work. Create a User ID (➢ p. 16) and save your progress to a memory card. *Def Jam VENDETTA* uses an Autosave feature to save and load game data.

Saving progress and character development:

- After every match, your progress is automatically saved to your User ID and memory card. You User ID contains your win-loss record, career stats, and your attributes for your characters in Story mode.

Deleting a User ID:

- To Delete a User ID, highlight OPTIONS from the Main menu and press the **X** button.
- Highlight DELETE USER ID, press the **X** button, and then highlight the User ID you want to delete. Press the **X** button again and the User ID is deleted from your memory card.

Loading:

- All User ID data is loaded automatically from your memory card when you enter a game mode from the Main menu.

Note

After creating a User ID the name appears in orange text. This is a friendly reminder that you still need to save the data to a memory card. Once you save it the User ID appears in black text.

Never remove the memory card, reset or power off the PlayStation 2 console when saving or deleting files.

END

Credits

Executive Producers (EAC): Glenn Entis, Stanley Chow, Marc Aubanel

Executive Producer (AKI): Syuji Yoshida

Producer (EAC): Josh Holmes

Director (AKI): Hideyuki Iwashita

Associate Producer (EA): Yasutaka Asakura

Assistant Producers (EAC): Devon Blanchet, Patricia Morin

Assistant Directors (AKI): Yohji Yano, Akiko Murooka, Chommage Hunter, Topknot Lose Samurai, Calcio Man

Development Director (EAC): Scott Henshaw

Production Coordinator (EAC): Bryna Dabby

Art Director (EAC): Daryl Anselmo

Graphic Direction (AKI): Crazy Ben

Technical Director (EAC): Jorge Freitas

Technical Direction (AKI): Tam Tam

Programming (EAC): Jason Whitaker

Programming (AKI): Hiroyuki, Masaaki Kudou, Yuki Hoshino, Kenichi Matsuda, April Fool, Yutaka Maeda, Yoshiyuki Odaka, Akira Eguchi, Shigeki Maruyama, Teruya Takada, Hiroki Kobayashi, Naoya-S, Shika

Concept Art (EAC): Daryl Mandryk, Michael McCartie

Cinematic Director (EAC): Mike Ferraro

Animation (EAC): Jason Hopkins, Shaun hayes-Holgate, Rahul Dabholkar, Javier Solsona

Animation (AKI): Maya Inca Boy, Holly Hock, Die Chee, Yos ID4 :-), Tak, Hawk Katoh, 0183

Character Art (EAC): Heather Parent, Frank Belardo, Jeremy Miller, Zondac Gibson, Loksoon Lim

Character Art (AKI): Toru Fukuda, Rider, Hiroot, Ryu-Z, Takoana, Key-G

Venue Art (EAC): Kay Darby, Malcolm Andrieshyn

Venue Art (AKI): S.Donald, Melon Melon, Rocchetta.K, Eikichi

Character & Edit Parts Artist (AKI): Wataru Kammiya

Menus (AKI): Kenta Takeda, Sabu, Sniper

Audio Lead (EAC): Gordon Durity

Sound Artist (EAC): Sean Charles

Sound (AKI): SP-29, Suzi

Executive Board (Def Jam): Russell Simmons, Lyor Cohen, Kevin Liles, Julie Greenwald

Executive Producer (Def Jam): Kevin Liles

Producer (Def Jam): Lauren Wirtzer

Creative Consultants (Def Jam): Carlito Rodriguez, Tramp

Def Jam Thanks: Randy Acker, Ian Allen, Shante Bacon, Joe Borrino, Leesa Brunson, Suzanne Burge, Sam Crespo, Tina Davis, The Def Jam Street Team, Cara Donatto, Mignon Espy, Jana Fleishman, Chonita Floyd, Mitzi Gallardo, Tishawn Gayle, Deidre Graham, Akisia Grigsby, Jeff Kempler, Mike Kyser, Rob Love, Thomas Lytle, Randy McMillan, Elise Mora, Amber Noble, Rick Patrick, Gabrielle Peluso, Yves Pierre, Theda Sandiford, Matt Signore, Danielle Smith, Sean Stevenson, Dexter Story, Cathy Symeonidis, Arlene Thomas, Antoinette Trotman, Rocco Valdes, Johnnie Walker, Drew Wedderburn, Wild Kind, Zina Williams

QA Project Manager: Samer Raad

QA Lead Testers: Phil Sinnott, Angela Guglielmucci

QA Senior Testers: Shaun Morrison, Willie Loh, Mark Peters, Jamey Brewster, Carvy Spindler

QA Testers: Sean Desharnais, Brad Thompson, Fred Zhao, Greg Lesky, Fraser Lott, Wade Lindley, Brian Hayes, Steven Yago, Dave Phan, Shannon Zondag, Ed Lambke, Kevin Towler, Matthew McGillivray, Liam Miller, James Mar Tan, Terence Tso, Lucas Zanatta, Chris Waddell, Irene Wong

QA Localization Project Manager: Mark Van Ryswyk

QA Localization Test Coordinator: Andrew Kemp

QA Japanese Senior Tester: Hiroaki Chiba

QA Japanese International Tester: Yuki Takahashi

EAC Marketing Product Manager (EAC): Jason Owen

EAC Marketing Assistant (EAC): Aman Sangha

Director Product Marketing (EAC): Brian Coleman

Director of Media Public Relations (EARS): Jeane Wong

VP, Legal & EA Business Affairs: Patrick O'Brien

EA Content Licensing: Brian Hupp, Milly Ng

Associates: Jennifer Tait, Jennifer Campbell

EA Music Licensing: Steve Schnur, Beverly Koeckeritz, Cybele Pettus, Raphaella Lima

Illustration: Shepard Fairey of BLKMRKT and OBEY GIANT

EA Creative Services: Nathan Carrico, Amy Winter, Kevin Marburg, Gabe Leon, Chris Held

Customer Quality Control: Darryl Jenkins, Anthony Barbagallo, Dave Knudson, Tony Alexander, Simon Steel, Russell Medeiros, Eron Garcia

EAC Video Post Production: Tom Raycove

Additional Sound Support: John Tennant, Brian King

Audio Post & Audio Content Creation: Danetracks, Inc.

Additional Animation: Bardel Entertainment, Inc.

Additional Concept Art: Ken Mimura (Beacon Art House), Terry Smith Creations

Music: Def Jam Records, Studio X Labs, Just Blaze, Mark Snow

Scriptwriting: Mark Sawers (Driftwood Productions)

Recording Studios: Electronic Arts Canada (Vancouver, Canada), Sony Music Studios, Quad Recording Studios, The Hit Factory (New York, NY)

Model Coordination: Penny Phang (Simplex Communications)

Photography: Waldy Martens

Models: Tai-Monique Kristjansen, Penny Phang, Paige Gray, Opal Tavares, Carla Gutierrez

Special Thanks (EAC ADG Dept.): Ali Kojori, John Rix, David Coleman, Michael Paul

Additional Artwork: Sean Newton, Laurie Kindiak, Eric Testroete, Dan Henly, Matt Ontiveros, Luke Anderson

Additional Programming: Scott Wardel, Trent Shumay, Greg Chapman

Special Thanks: Wilton Woo, Demian Brecht (EAC Purchasing); Andrea Porter, Melanie Chow (EAC Finance); Bryan Watkins, Aleks Zecevic, Tim McKenzie, Francois LaFleur, Eric LeBlanc, Edwin Dolinski (Audio); Tanya Annicchiarico (Additional Support); Tim Lewinson (Animation Reference); Peter Miller, Sam Hofer, Mark Lange (Video Post Production); Michael Destine, Rapheal Erana, Bill Person, Peter Petkov, Jon Bruce (EAC Manager of Studio Ops), Brett Henderson (EAC Mastering),, Gary Lam

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Def Jam Special Thanks: Capone, Christina Millian, DMX, Funkmaster Flex, Ghostface, Joe Budden, Keith Murray, Ludacris, Method Man, N.O.R.E., Redman, Scarface, WC, Claudine Joseph, Chris Lighty, Carmen Flores, Johnnie Wright, Angelo Ellerbee, Donnie Anderson, James Ellis, Skane, Mike & Free, Chaka Zulu, Jeff Dixon, Liz Isik

Cast: Christopher Judge (D-Mob), Christina Milian (Angel), Dion Luther (Manny), Capone, DMX, Funkmaster Flex, Ghostface, Joe Budden, Keith Murray, Ludacris, Method Man, N.O.R.E., Redman, Scarface, WC

Additional Voice Talent: Alistair Abell, Claudine Abut, Michael Dobson, Khary Lee (Eatem Up), Greg Stewart (G), Judith Lewinson, Jillian Michaels, Tom Pickett, Carlito Rodriguez, Edward Hinson (Self), Sean Stevenson, Lee Tockar, Tramp, Tumaini Basaninyenzi (Tuma), Zina Williams

The Music of Def Jam VENDETTA

"Nothin"
Performed by N.O.R.E
Written by Greg Camp, Victor Santiago, Pharrell Williams and Chad Hugo
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"Smash Sumthin"
Performed by Redman
Written by Reggie Noble, Adam Fenton, Craig Armstrong, Nellie Hooper and Meredith DeVries
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"Fight the Power"
Performed by Public Enemy
Written by Carlton Ridenour, Eric Sadler, James Boxley and Keith Boxley
Shocklee Music (BMI), Songs of Universal Inc. (BMI) and Your Mother's Music Inc. (BMI)
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"Buck 50" featuring Cappadonna, Method Man & Redman
Performed by Ghostface Killah
Written by: D. Coles/Starks Publishing (BMI)/Warner-Tamerlane Publishing Corp. all rights administered by Warner-Tamerlane Publishing Corp. (BMI) R. Diggs/Ramecca Publishing (BMI) D. Hill/Diggs Family Music Publishing (BMI) C. Smith/Careers-BMG Music Publishing, Inc. /Wu Tang Publishing admin. by Careers-BMG Music Publishing, Inc. R. Noble/ Funky Noble Productions (ASCAP)
Recording courtesy of Sony Records

"X Gonna Give It To Ya"
Performed by DMX
Written by Earl Simmons and Shatek King
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"Bring the Pain"
Performed by Method Man
Written by Clifford Smith and Robert F. Diggs
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Recording courtesy of Def Jam Records

"Uh Huh!"
Performed by Method Man
Written by Nottz D. Lamb, Tommy Butler and Kirk Robinson
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"Focus"
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Written and Produced by Joseph Kulesznynski
© 2002 Produced by Whiteboy for On Top Entertainment
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"In Cold Blood"
Performed by Scarface
Written by B. Jordan, K. West and S. Moy and F. Long
The Fox, Skinny Gangster Music and BB Skeet the Chump (ASCAP), Ye World Music and Jobete Music (ASCAP)
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"Do Sumthin"
Performed by Comp
Written by Jordan McElveen
Produced James Carter
Co-Produced by Leroy "Tony" Austin
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"Throw Ya Gunz"
Performed by Onyx
Written by Kirk Jones, Chylow Parker, Fred Scruggs Jr. and Tyrone Taylor
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"The Streets"
Performed by WC featuring Snoop Dogg and Nate Dogg
Written by W. Calhoun, S. Storch, C. Broadus and N. Hale
Basepipe Music (ASCAP), Scott Storch Publishing (ASCAP), TVT Publishing (ASCAP) My Own Chit Music (BMI), Nate Dogg Music and EMI Blackwood Music
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"Oh My Goodness"
Performed by Keith Murray
Written by K. Murray and Q. Goodman
Illiotic Inc., Face Off Entertainment, Edmonds Music Publishing and EMI Music Publishing.
Recording courtesy of Def Jam Records

"Yeah Yeah You Know It"
Performed by Keith Murray
Written by K. Murray, J. Smith, E. Sermon and R. Noble
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Recording courtesy of Def Jam Records

"Intro"
Performed by DMX
Written by DMX, Irv Gotti and Jame Mtume
Boomer X Publishing, Dead Game Publishing, DJ Irv Publishing and MCA Texascity Music Corporation and Mtume Music
Recording courtesy of Def Jam Records

"Party Up"
Performed by DMX
Written by Earl Simmons and Kasseem Dean
Boomer X Publishing and Swiss Beatz administered by Universal Music Publishing and Dead Game Music Publishing administered by EMI April Music
Recording courtesy of Def Jam Records

"Stick 'em"
Performed by Comp
Written by Jordan McElveen and Leroy Austin
Produced Sean Mocca Banks and Osei Moreland
Co-Produced by Leroy "Tony" Austin
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"Stomp"
Performed by C-N-N
Written by K. Holley, V. Santiago, T. Pizzaro, E. Murry and J. Griannage
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Chertsey, KT16 0YL, UK
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